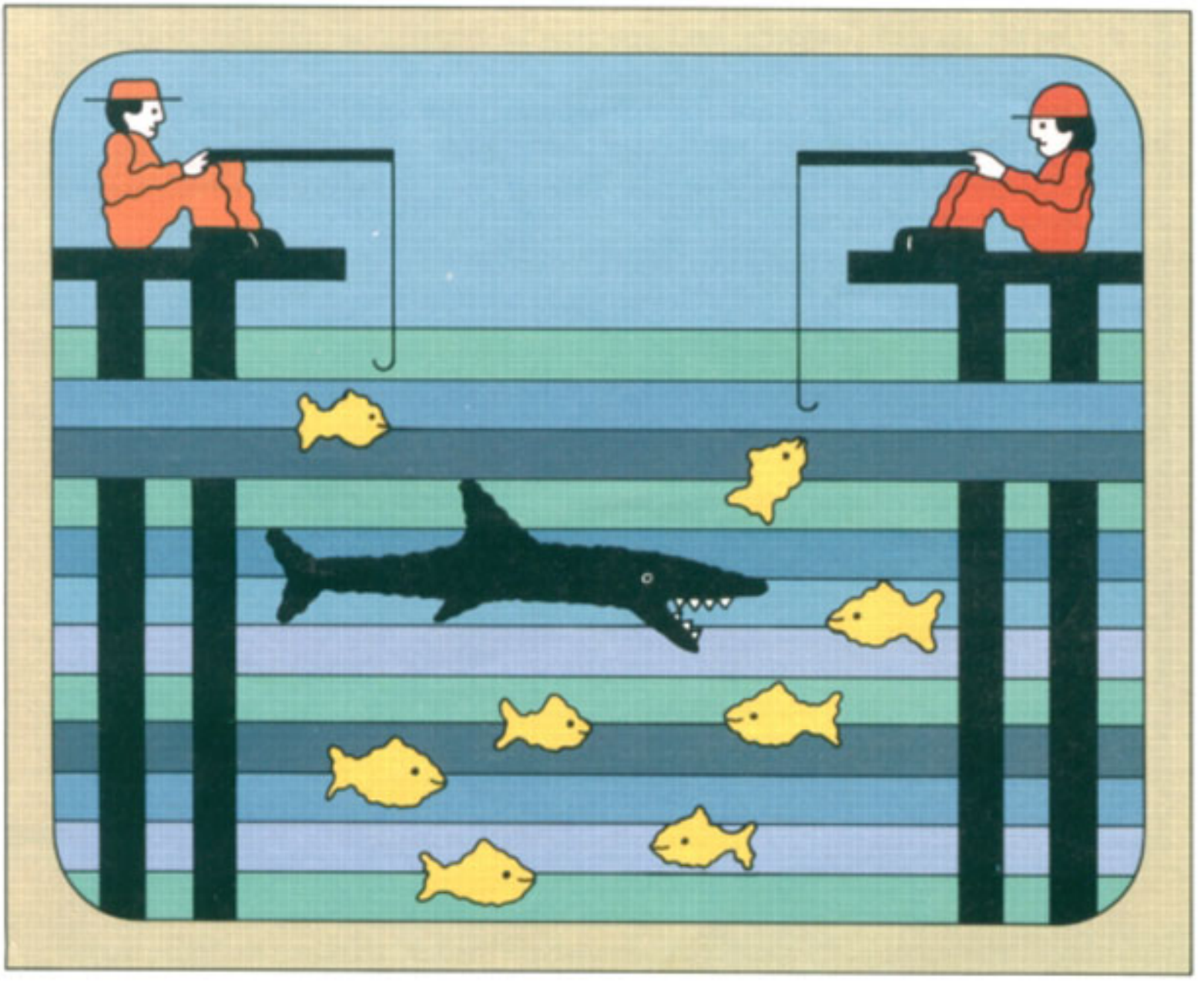
ACTIVISION™

FISHING DERBY

INSTRUCTIONS



This is one of the Activision video games that is fun to play even if you don't know the rules. So go ahead! Use your Joystick Controllers. And when you're ready to find out why some fish bite and some don't, how to tell the whoppers from the lunkers and – especially – how to keep the shark from eating your catch, read these simple instructions. Good luck!

ACTIVISION™

EmuMovies

FISHING DERBY™ BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then try steps 1-3 again.
4. Select game with game select switch.
   Game 1: You against the Activision computer fisherman.
   Game 2: You against another player.
5. Use left Joystick Controller for fisherman on the left pier and to play against the computer (Game 1).
6. Use right Joystick Controller for fisherman on the right pier (Game 2).
7. Hold Joystick Controller with red button at upper left. Move your Joystick from left to right to move your pole out and back. To lower and raise your line, move the Joystick up and down.
8. Choose difficulty or handicap for each player (or the computer):
   a (up) – Fish won't bite unless you get the end of your line right under his nose.
   b (down) – Fish will bite if you get the end of the line near his mouth.
   (Hint: When learning FISHING DERBY,™ handicap the computer at **a,** and put **your** switch at **b.**)
9. Scoring (top of screen):
   There are six rows of fish. From the top down, they count as follows:
   First two rows: 2 pounds each.
   Second two rows: 4 pounds each
   Bottom two rows: 6 pounds each
   The big ones are down deep. Go for 'em!
10. Press game reset to start each FISHING DERBY.™ First player to land 99 pounds of those beautiful fish wins.

Note to owners of Sears Tele-Game™: On your Sears system, difficulty (instruction #8) is called **skill left (or right) player,** a (or up) is **expert** and b (or down) is **novice.**

HOW TO MAKE 'EM BITE

Drop the very end of your line (that's where the bait is) down to the level you want to fish. Then move the bait to touch the mouth of the fish you want to catch. The difficulty settings determine how close the bait has to be before he bites. See Instruction #8.

GOT ONE HOOKED? If you don't do anything after hooking a fish, he will swim slowly up toward the surface (and the shark might gobble him up). If you want to reel him in fast, push the red button. Be quick, though. When both players have hooked a fish, only one can reel up at a time (the first one hooked). The other fish will swim up slowly until the first fish has either been caught or eaten by the shark.

HOW TO BE A CHAMPION FISHING DERBY™ ANGLER

Tips from David Crane, designer of FISHING DERBY

David Crane, formerly a senior game designer at Atari, also designed Dragster for Activision. He believes in taking on game assignments that everyone else says are impossible – and always gets them done.

"The most important thing I can tell you is to WATCH OUT FOR THE SHARK! I've made him quick and wily and unpredictable. If your fish touches the shark anywhere, he'll turn in a flash and snap it up. So try to keep your fish away from him while you're reeling in.

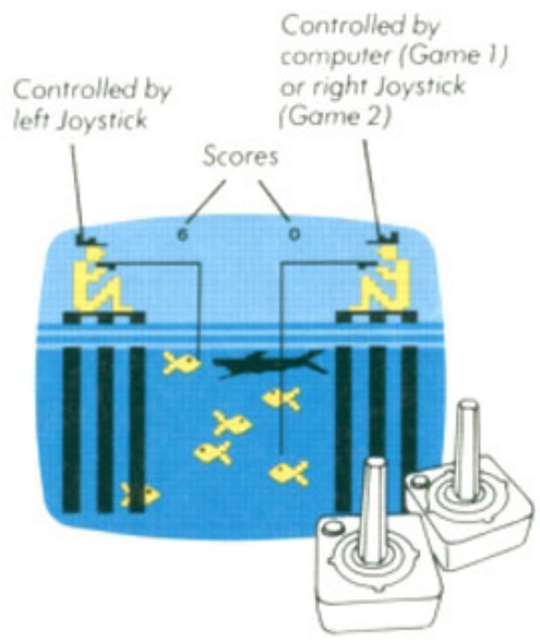
"Once you've hooked your fish, you'll want to play him back and forth until the shark moves out of the way, then push the red button and land him **quickly.** You can reel in more or less slowly by pressing or releasing the red button and you can move your line back and forth with your Joystick.

"Since the big fish are in the fifth and sixth rows, go deep. Start with the fifth row if you're the player on the left. You will have a little advantage there, because you can reach the fifth row first. The player on the right should go to the sixth row to catch his big ones.

"Also, watch to see which fish start from your opponent's side and which start from your side. As fish are caught, they are replaced on the side they started from. It's better for you to catch fish that start under your pier, because you can usually go right back for another one.

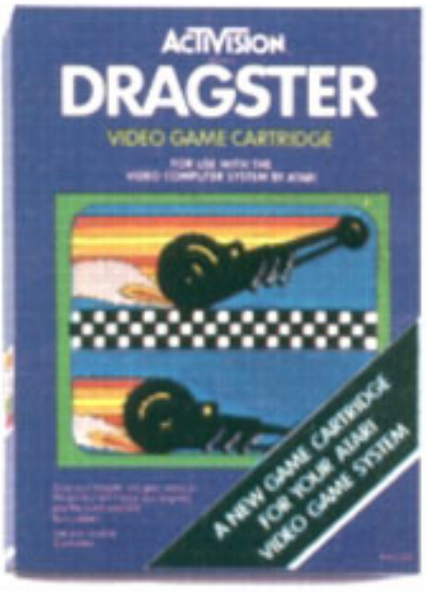
"FISHING DERBY™ is a game designed to be fun for everyone in the family. Now you won't have to get rained on or sunburned when you go fishing. I'd like to hear how you like it."

David Crane



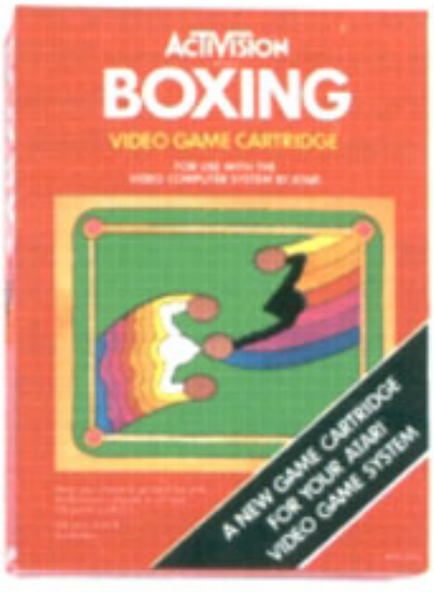
ACTIVISION™

presents more new video game cartridges for your Atari Video Computer System™:



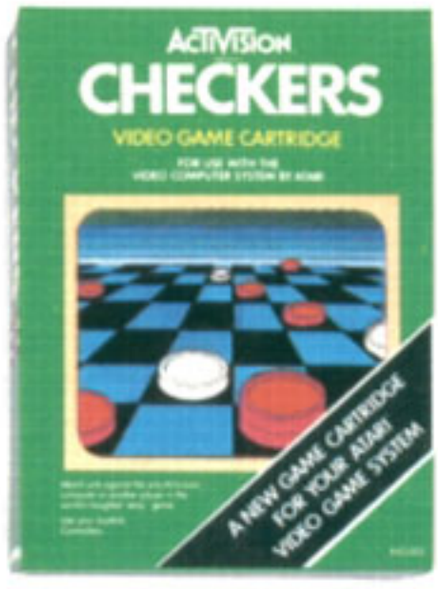
DRAGSTER

Drop your Dragster into gear, stand on the gas, watch the countdown, pop the clutch and GO! Your motor revs up (watch that red line or you'll blow your engine!), you shift quickly through the gears and burn rubber across the screen to beat the competition or knock a hundredth of a second off your best time. Bet you can't get to the finish line in under six seconds! And if you get really hot, you can try the spine-tingling Game 2, where you have to **steer,** too!



BOXING

Put on your gloves. Here's your chance to go toe to toe with the Activision computer or a friend. Listen to the thud of those jabs and power punches. Keep bobbing and weaving – and don't get pinned to the ropes! At the end of a 2-minute round, you'll be exhausted. But keep in training and you'll be a champion.



CHECKERS

Here's your chance to match wits with Activision's computer or another player at the world's toughest "easy" game. You can choose levels from novice to expert and play for hours. The rules are the same, but Checkers by ACTIVISION™ is a whole new game. You'll find the whole family ganging up on the computer.

Look for these new Activision game cartridges (and more to come!) wherever you buy video game cartridges. If you can't find them, write us and we'll tell you who has them in your area.

ACTIVISION™

Activision, Inc., 759 E. Evelyn Ave., Sunnyvale, CA 94086

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